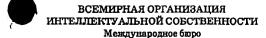
## PCT



## МЕЖДУНАРОДНАЯ ЗАЯВКА, ОПУБЛИКОВАННАЯ В СООТВЕТСТВИИ С ДОГОВОРОМ О ПАТЕНТНОЙ КООПЕРАЦИИ (РСТ)

(51) Международная классификация из бретения <sup>8</sup>: A63F 3/00, 3/06, G07C 15/00, G06F 19/00 // 161:00

A1

(11) Номер международной публикации:

WO 00/09224

(43) Дата международной

публикации:

24 февраля 2000 (24.02.00)

(21) Номер международной заявки:

PCT/RU98/00384

(22) Дата международной подачи:

17 ноября 1998 (17.11.98)

(30) Данные о приоритете:

199800706

13 августа 1998 (13.08.98)

EA

(71)(72) Заявитель и изобретатель: СИЛАЕВ Александр Иванович [RU/RU]; 103104 Москва, Тверской бульвар, д. 3, кв. 30 (RU) [SILAEV, Alexandr Ivanovich, Moscow (RU)]. (81) Указанные государства: AL, AM, AT, AU, AZ, BA, BB, BG, BR, BY, CA, CH, CN, CU, CZ, DE, DK, EE, ES, FI, GB, GE, GH, GM, HU, ID, IL, IS, JP, KE, KG, KP, KR, KZ, LC, LK, LR, LS, LT, LU, LV, MD, MG, MK, MN, MW, MX, NO, NZ, PL, PT, RO, RU, SD, SE, SG, SI, SK, SL, TJ, TM, TR, TT, UA, UG, US, UZ, VN, YU, ZW, евразийский патент (AM, AZ, BY, KG, KZ, MD, RU, TJ, TM), европейский патент (AT, BE, CH, CY, DE, DK, ES, FI, FR, GB, GR, IE, IT, LU, MC, NL, PT, SE), патент ARIPO (GH, GM, KE, LS, MW, SD, SZ, UG, ZW), патент OAPI (BF, BJ, CF, CG, CI, CM, GA, GN, GW, ML, MR, NE, SN, TD, TG).

## Опубликована

С отчётом о международном поиске. С изменённой формулой изобретения и объяснением.

(54) Title: GAME METHOD USING BETS, VARIANTS AND DEVICE FOR REALISING THE SAME

(54) Название изобретения: СПОСОБ ИГРЫ СО СТАВКАМИ (ВАРИАНТЫ) И УСТРОЙСТВО ДЛЯ ЕГО ОСУЩЕСТВЛЕНИЯ

## (57) Abstract

The present invention relates to methods and systems for playing games and lottery that involve making bets on information elements from a predetermined game set. This invention essentially involves creating a game set comprising N>1 information elements by creating a set of N non-repetitive information codes in a computer memory and by distributing among the players using communication channels a plurality of signals containing information about the elements of the game set. Each participant makes a bet by selecting one of the elements in the game set. Feedback communication channels are used for transmitting signals for identifying the players and containing information about the bets. The method further involves generating data on the payment of the bets and on the drawing process thereof during the various rounds. The signals comprising information on the bets are recorded in a sequence which remains secret to the players until the round is over and which is used for transmitting them through the feedback communication channels. The drawing of the bets is made according to an iteration analytical method which remains secret to the players until the round is over and which is used for performing a quantitative distribution of the bets according to the elements of the game set. Each iteration is correlated with a sequential signal from the sequence of recorded signals comprising the information code of an element in the game set which is selected by a player as a bet. The method further involves determining the quantity of signals correlated with the information code of each element in the game set during a given round, and checking the observation of the bet drawing conditions. If these conditions are respected, the bets can then be drawn.

